



# *“Battle of the Bay” Official Rules*

## **I. THE TEAMS**

Teams will be composed of SIX players. Three players from each team will be permanently stationed at each end of the court, throwing two balls each. At the end of the frame, the game resumes at the opposite end of the court. Begin the match with the flip of a coin between the captains of each team. The winner of the coin flip may have the first toss of the pallino (small target ball), or choose the color of the balls.

## **II. TOSSING THE PALLINO**

A player may toss the pallino any distance, so long as the pallino passes the center line of the court and does not hit the back wall. If a player fails to toss the pallino properly, the opposing team will toss the pallino and put it into play. If the opposing team fails to properly toss the pallino, the pallino reverts to the original team. Any time a player is rolling, opposing players must remain behind the player who is currently playing.

## **III. STARTING THE GAME**

The first ball will be thrown by the team who originally tossed the pallino. If that bocce ball hits the back board, the team must roll again, otherwise, you step aside and that team does not roll again until the opposing team has either rolled one of its bocce balls closer to the pallino, or has thrown all of its balls. Whenever a team gets a ball closer, it steps aside and lets the other team roll. The other team throws until it beats (not ties) the opposing ball. This continues until both teams have used all their bocce balls. The team who scored throws the pallino to begin the next frame. Consecutive or alternating throws by teammates shall be at the option of the players. Players may use the side walls at any time. If a player rolls the wrong color ball, simply replace it with the correct color when it comes to rest. If a player rolls out of turn or plays more than two balls, the other team may leave all balls as is or remove the illegal ball from play and return all balls to their approximate position.

## **IV. FOUL LINES**

Players may step on but not over the foul line before releasing the pallino or their bocce ball.

## **V. SCORING**

Only one team scores in a frame. One point is given for each ball that is closer to the pallino than the closest ball of the opposing team. If at the end of any frame the closest ball of each team is equidistant from the pallino, no points are awarded to either team and the game resumes from the opposite end of the court, with the same team tossing the pallino. All games will be played to 10 points or 25 minutes. The tournament host may change this number and time frame.

## **VI. BALLS HITTING THE BACK WALL**

A ball hitting the back board is dead and must be removed from play unless it first hits another ball, in which case all balls are valid. If a thrown ball does not first touch another ball, hits the backboard, and then strikes a stationary ball, that stationary ball shall be replaced to its approximate position and the thrown ball is removed from play.

## **VII. PALLINO HITTING THE BACK WALL**

Once the pallino is in play, it remains in play even if it hits the back board during the game. However, if the pallino is knocked out of the court, or is knocked in front of the center line, the frame will end and play will resume from the opposite end of the court, with the same team tossing the pallino.

## **VIII. SHOOTING VOLO**

Volo shooting is lofting the ball in the air beyond the center line of the court. The tournament host may disallow volo shooting for safety considerations. All volo shots must be released by the first lagging line.

## **IX. MEASURING AND DISPUTES**

All measurements should be made from the inside dimension of the ball, to the inside dimension of the pallino. Team captains may measure any balls at any time. All disputes will be resolved by the referee and tournament committee.

## **X. LATE ARRIVALS AND SUBSTITUTIONS**

An entire team not showing within 10 minutes of the scheduled starting time, loses two points, and an additional two points for each five minute increment thereafter. A team missing players at the start of the game may play, however, each player may only roll two balls. A player arriving late may enter a game, but only after the completion of the frame. Substitutions may only be made between frames. A minimum of 2 players must be present to start a game.

## **XI. GAMES TIED AT END OF REGULATION**

Any game tied at the end of regulation will be decided by a one ball roll off. The pallino shall be placed on the “dot” and the team that scored last will roll first. One player from each team will roll one ball. After the ball is thrown is, the referee will measure the distance and remove the thrown ball. The next team then has one ball to get closer. The closest player to the pallino will be the winner of the game.

## **XII. PLAYOFF TIEBREAKER**

All teams will play four games and in the event two or more teams have the same record the following protocol will take place:

1. If two teams have the same record than head to head will decide which team is ranked number one or two
2. If three teams have the same record the following will occur:
  - a. The team with the most points will be ranked number one
  - b. Head to head between the second and third team will determine the second ranked team
3. Only the top team from each division will advance to the playoffs

## **XIII. FINAL SPOTS**

Immediately following the semi-finals, the championship game will take place. Third and fourth place will be determined by points scored and points against in the semi-final match.